

FIG. 1
(PRIOR ART)

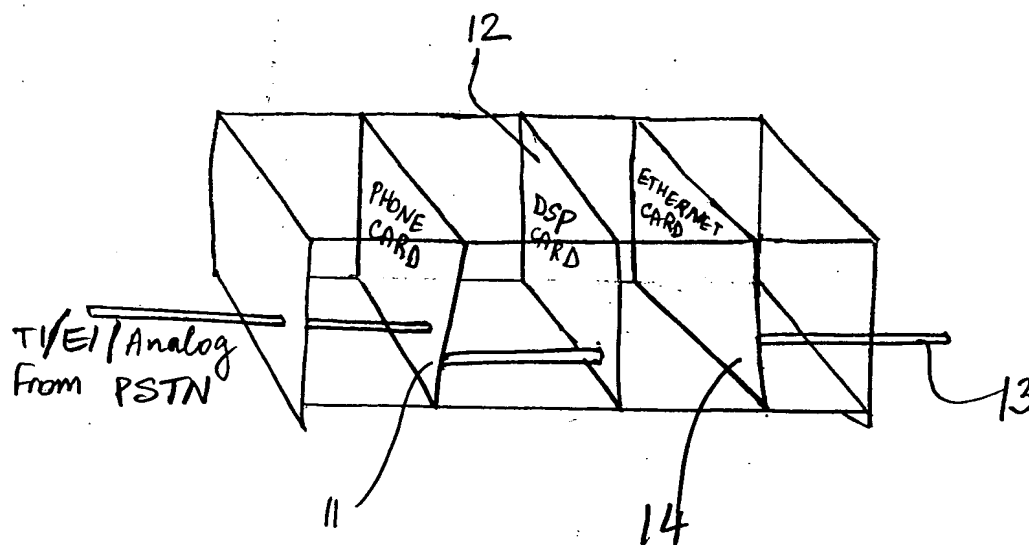
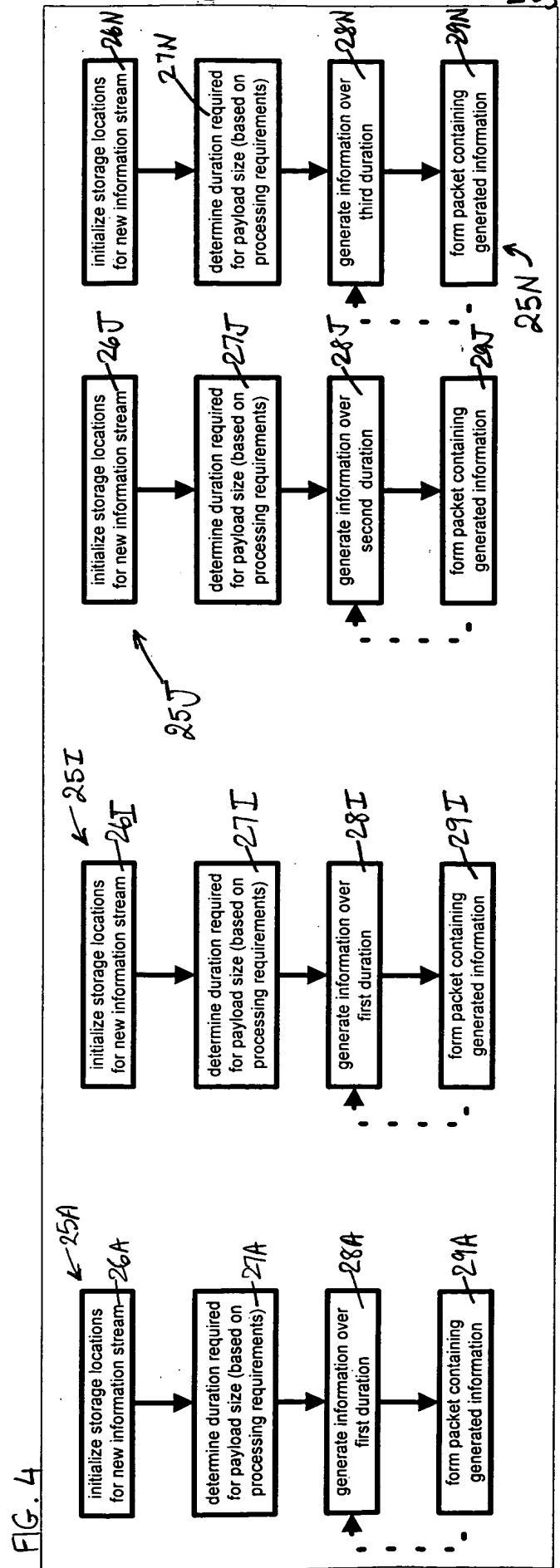
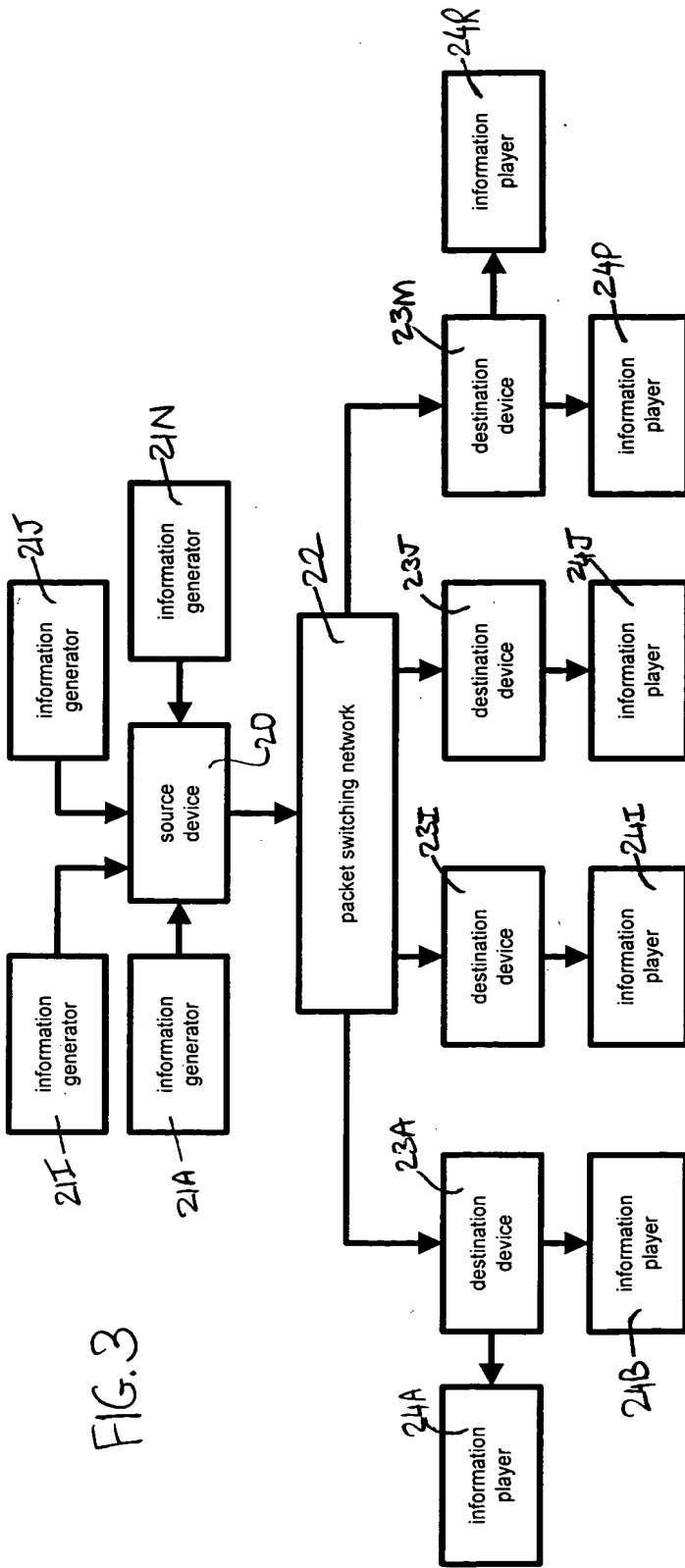


FIG. 2
(PRIOR ART)

00014593-051699



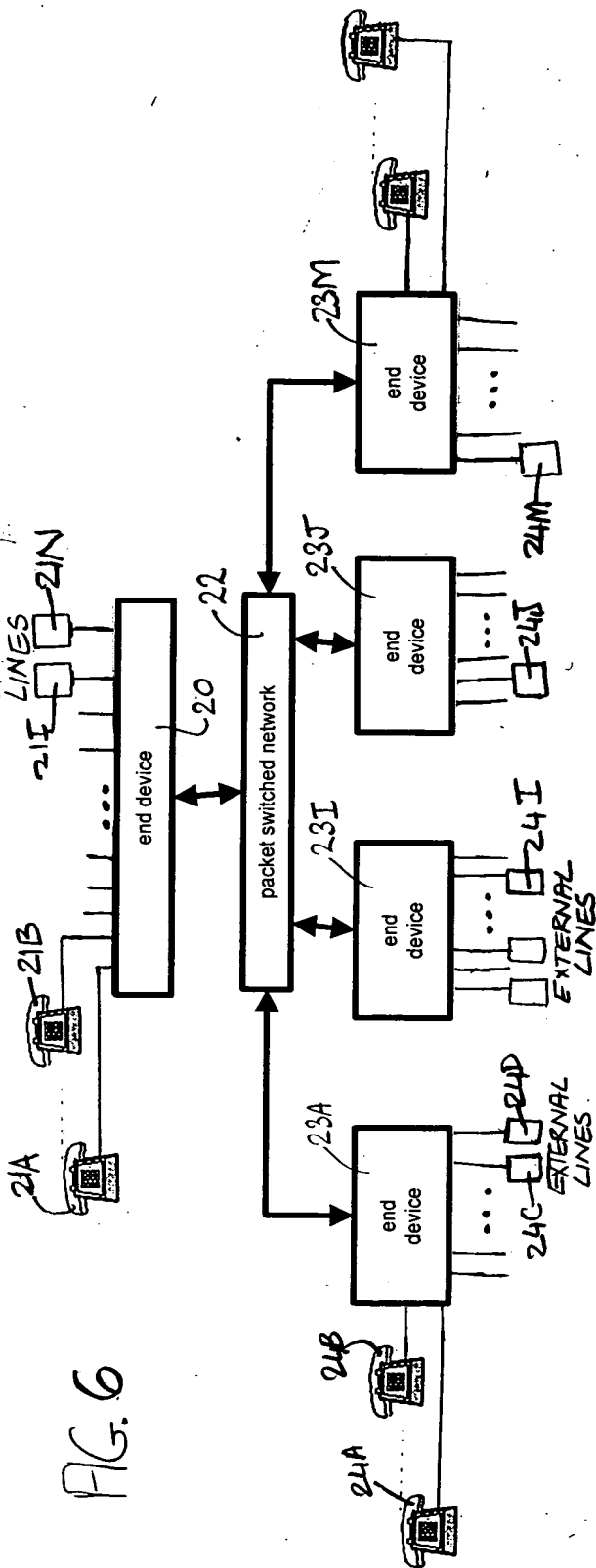


FIG. 6

FIG. 5

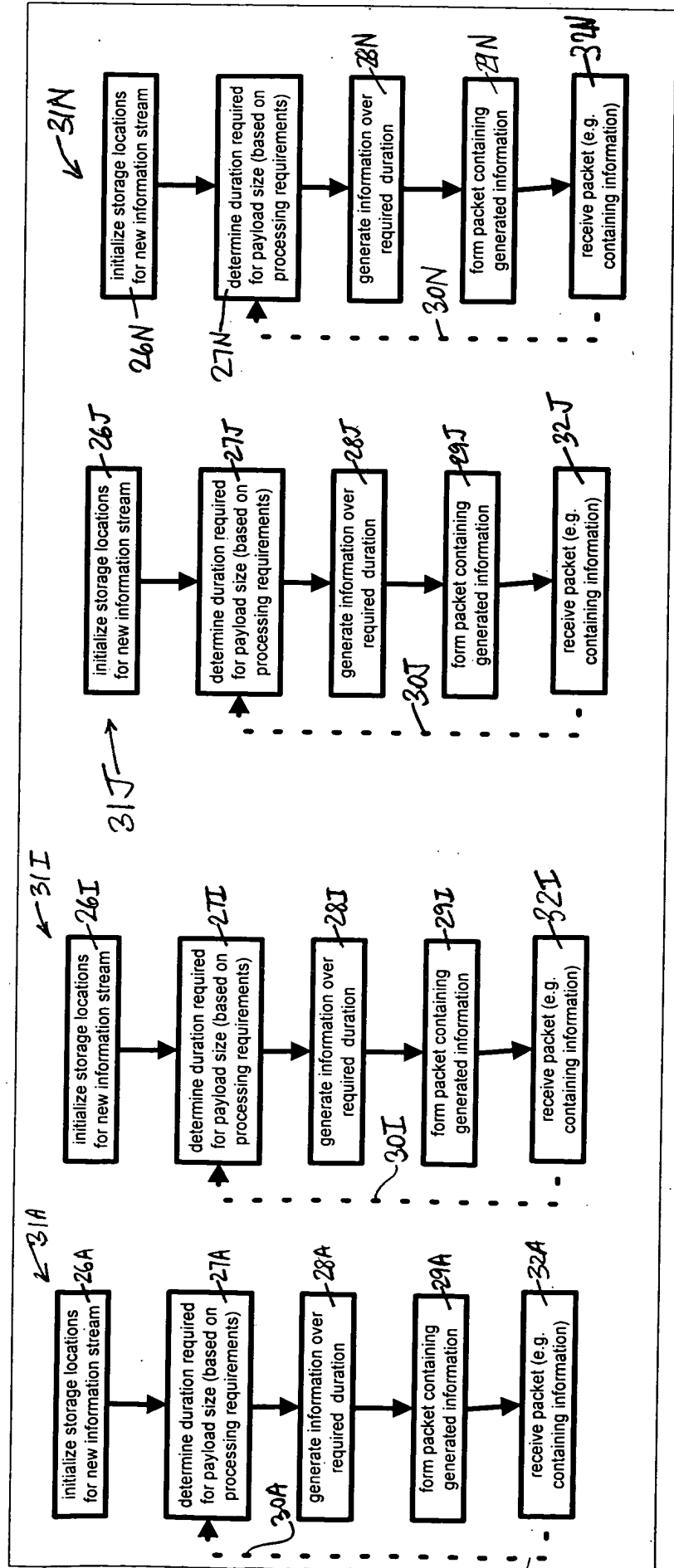


FIG. 7

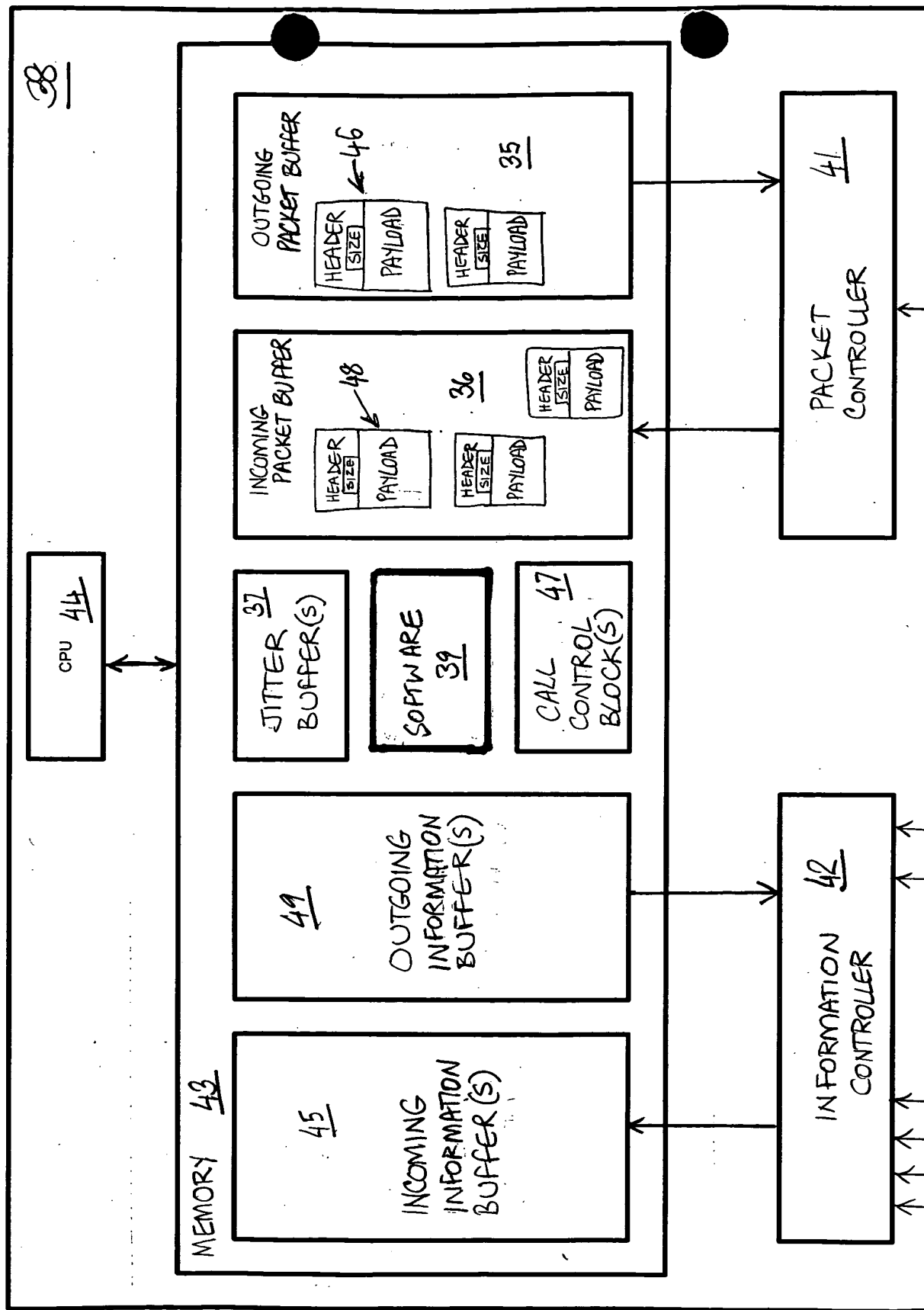
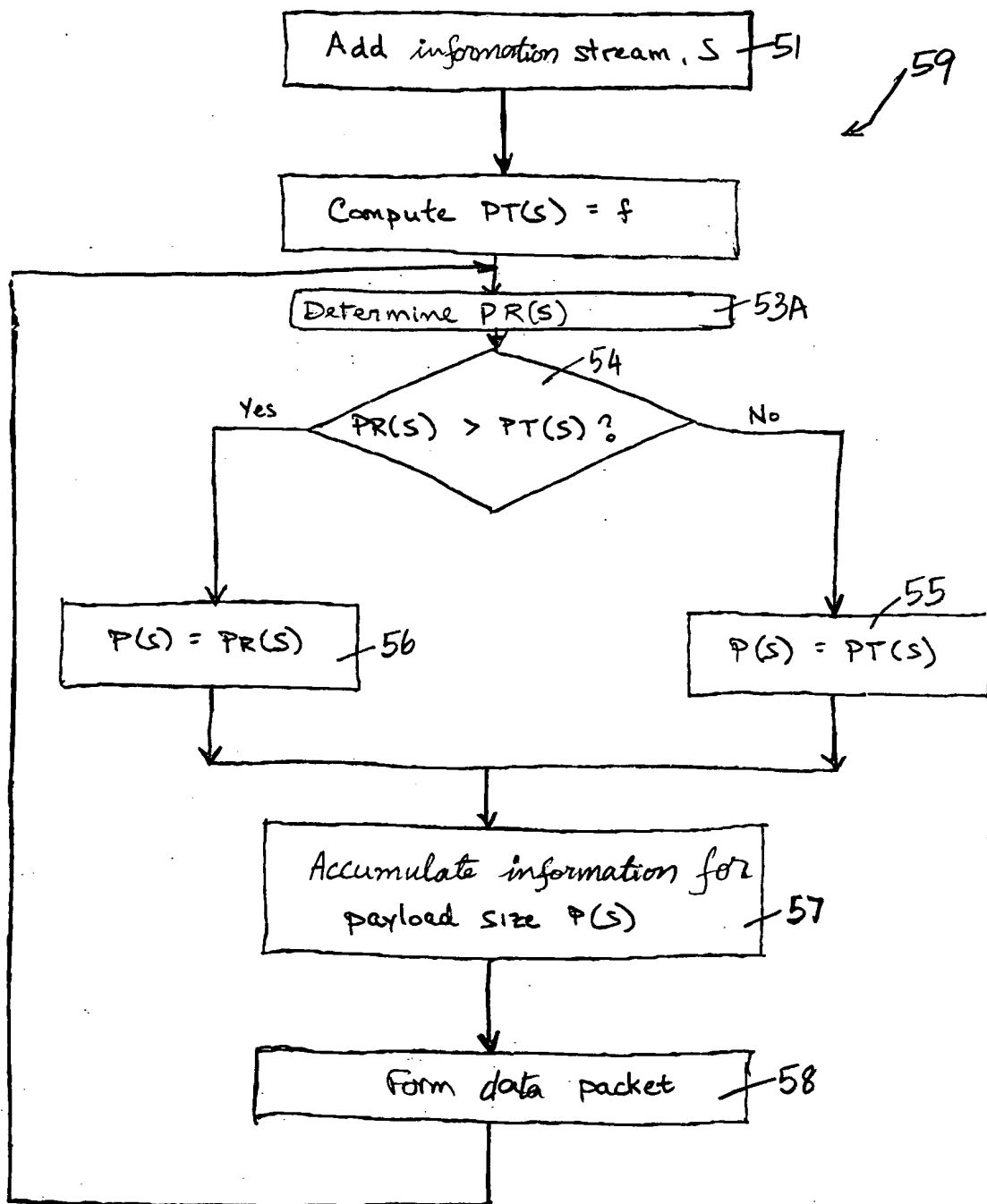
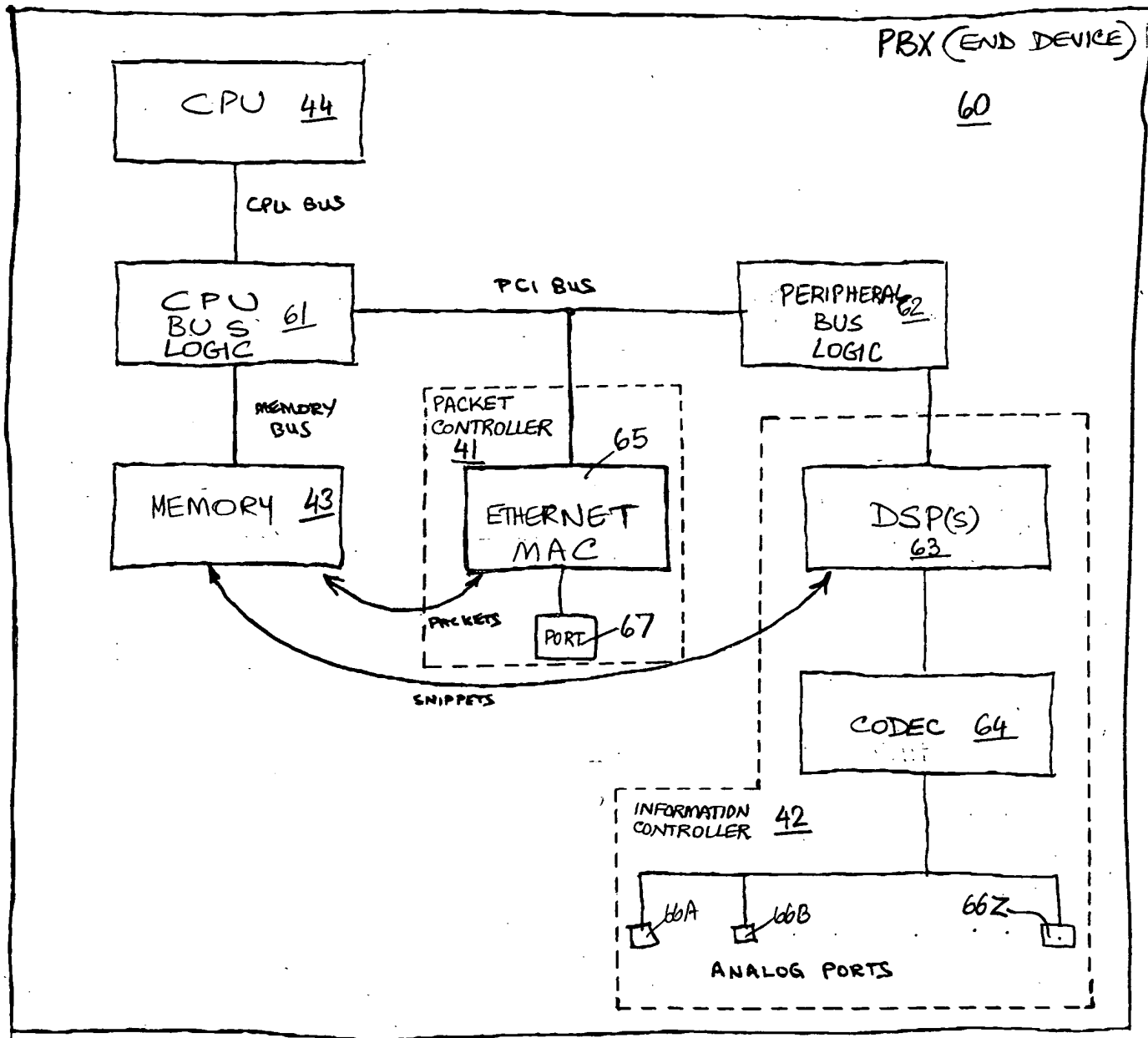


FIG. 9



09314593-051999

FIG. 10



001453-051699

FIG. 11

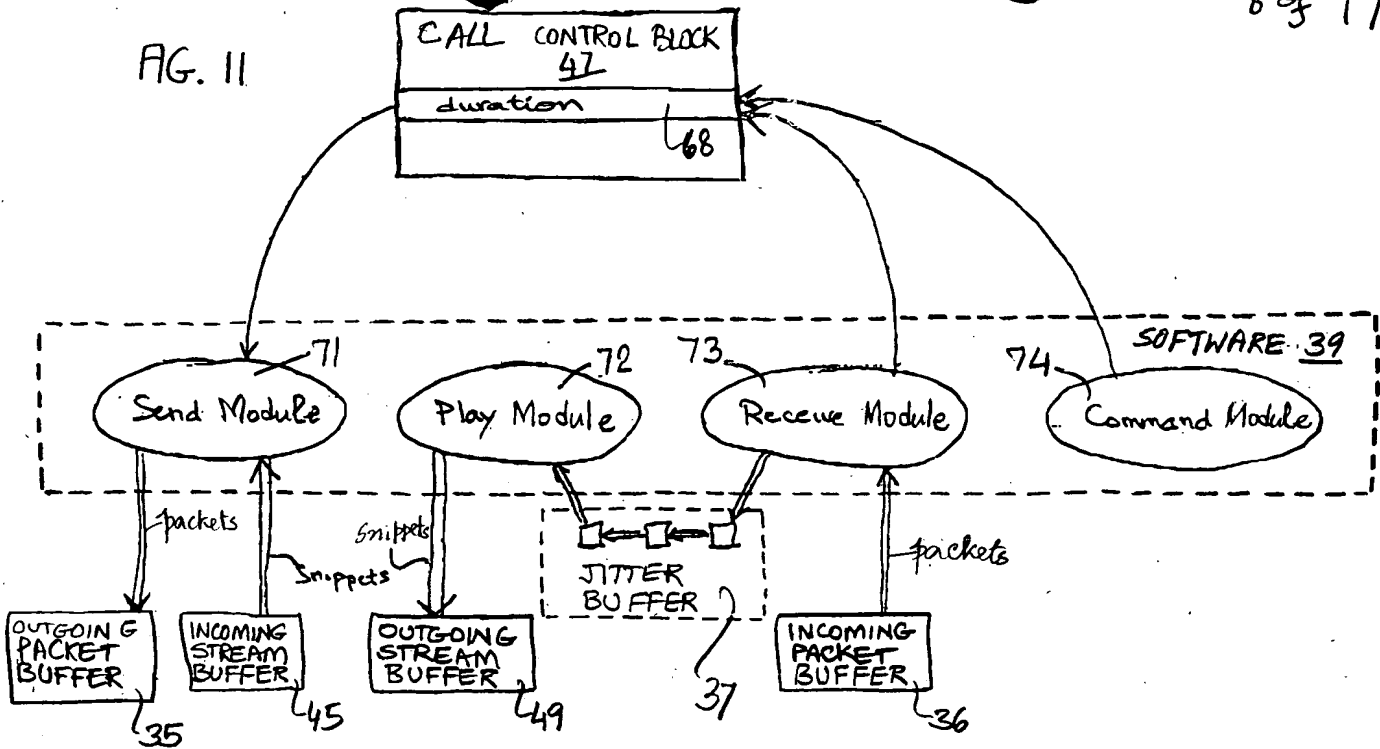


FIG. 12

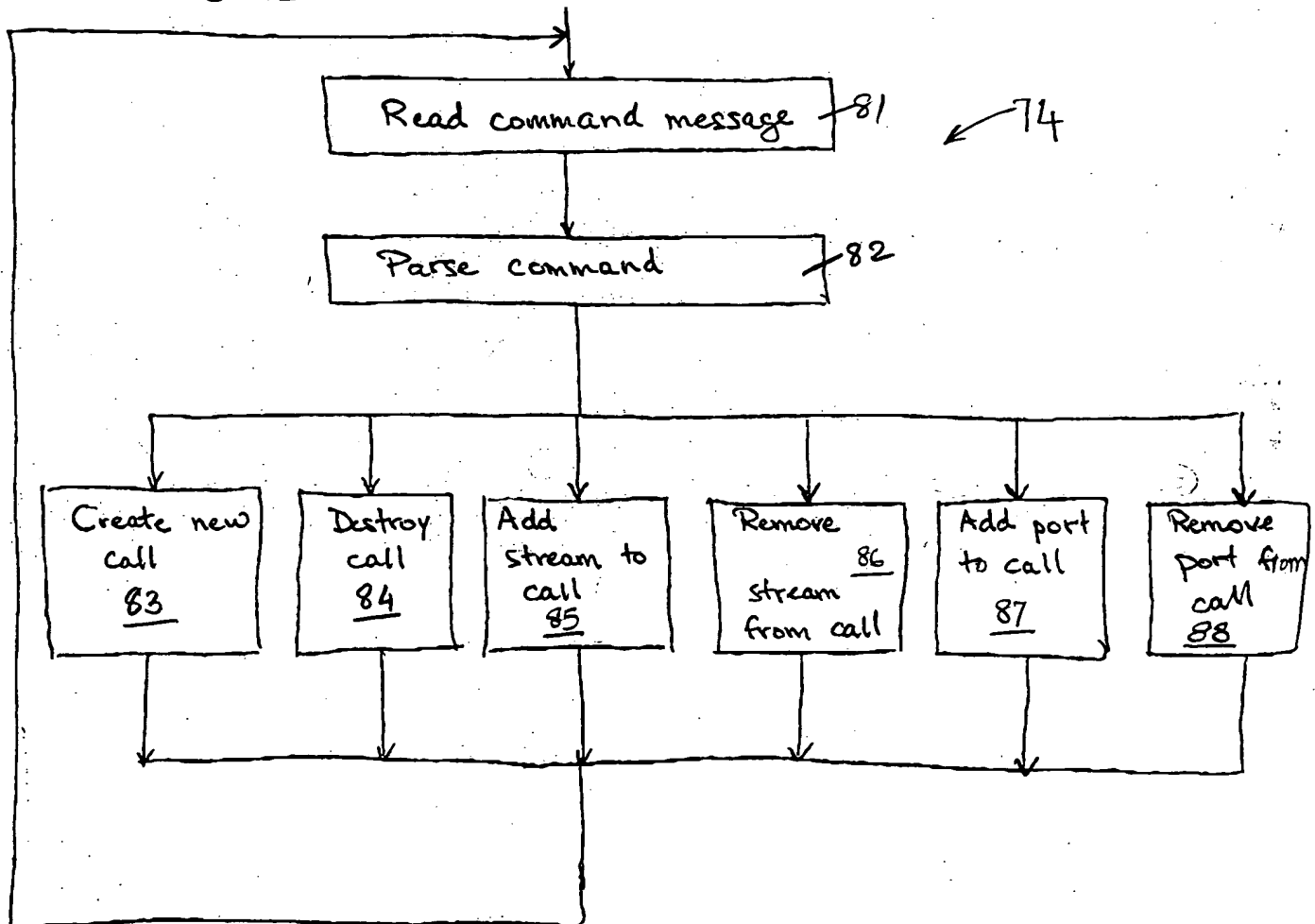


FIG. 13

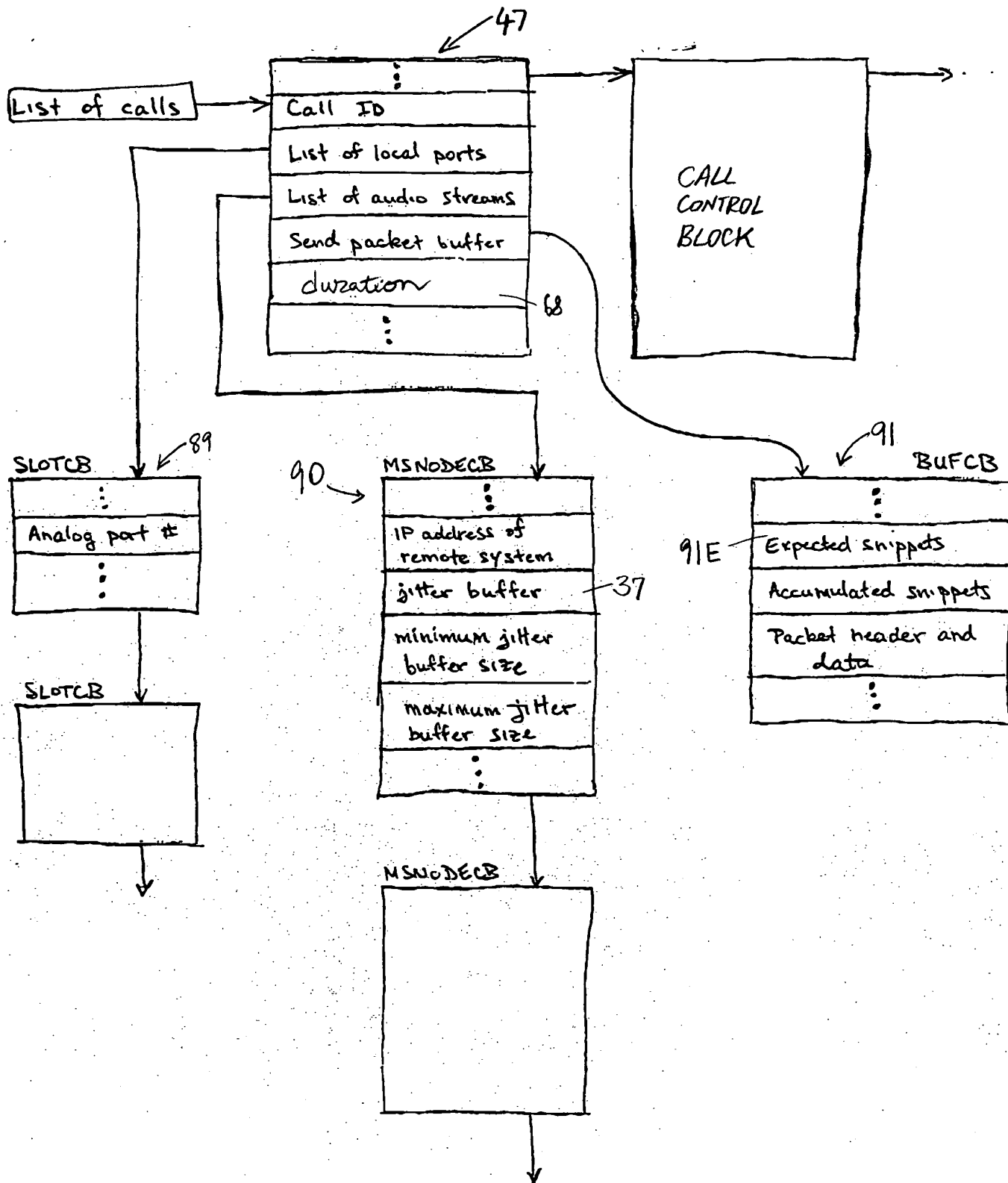


FIG. 14

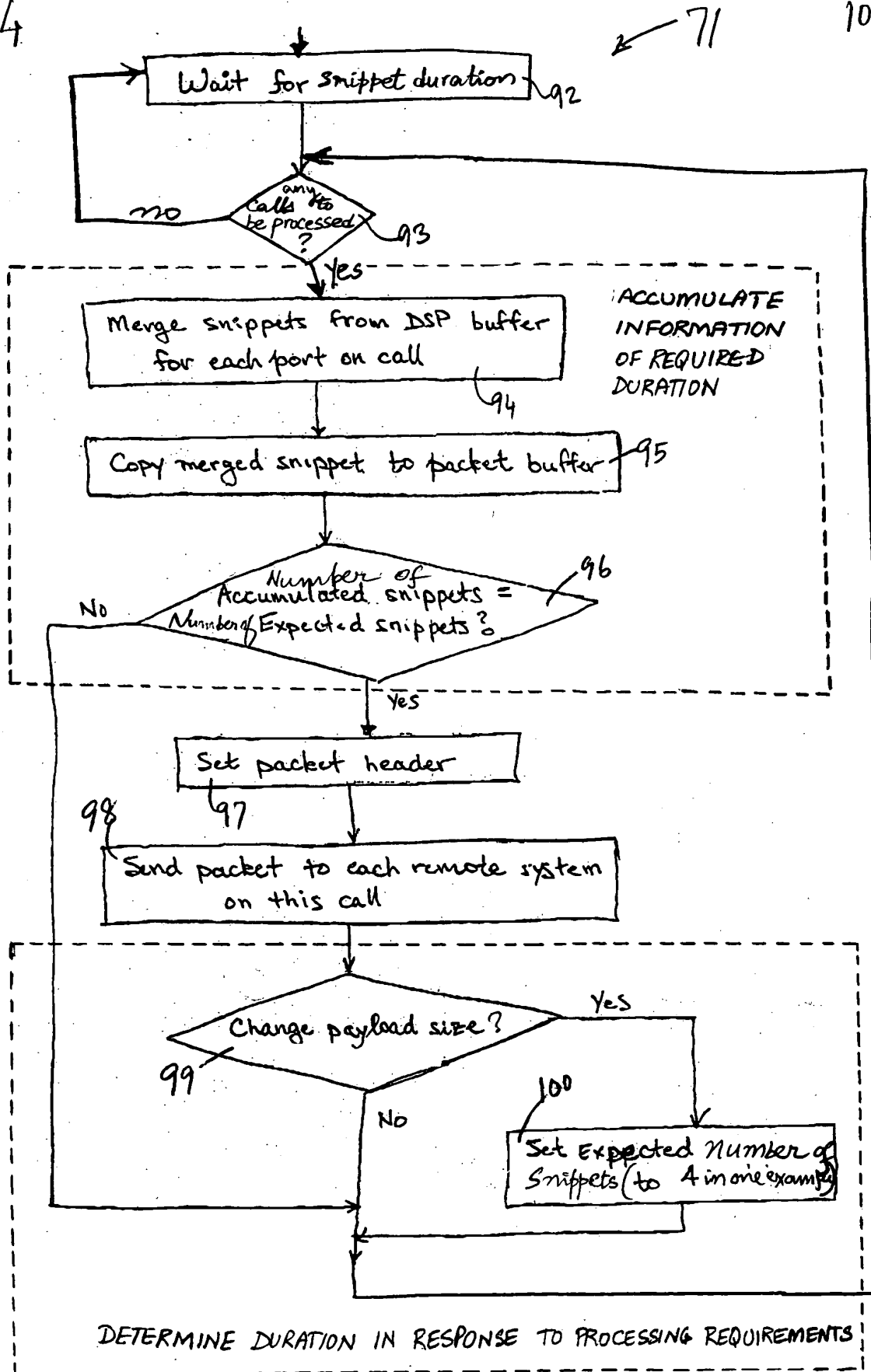
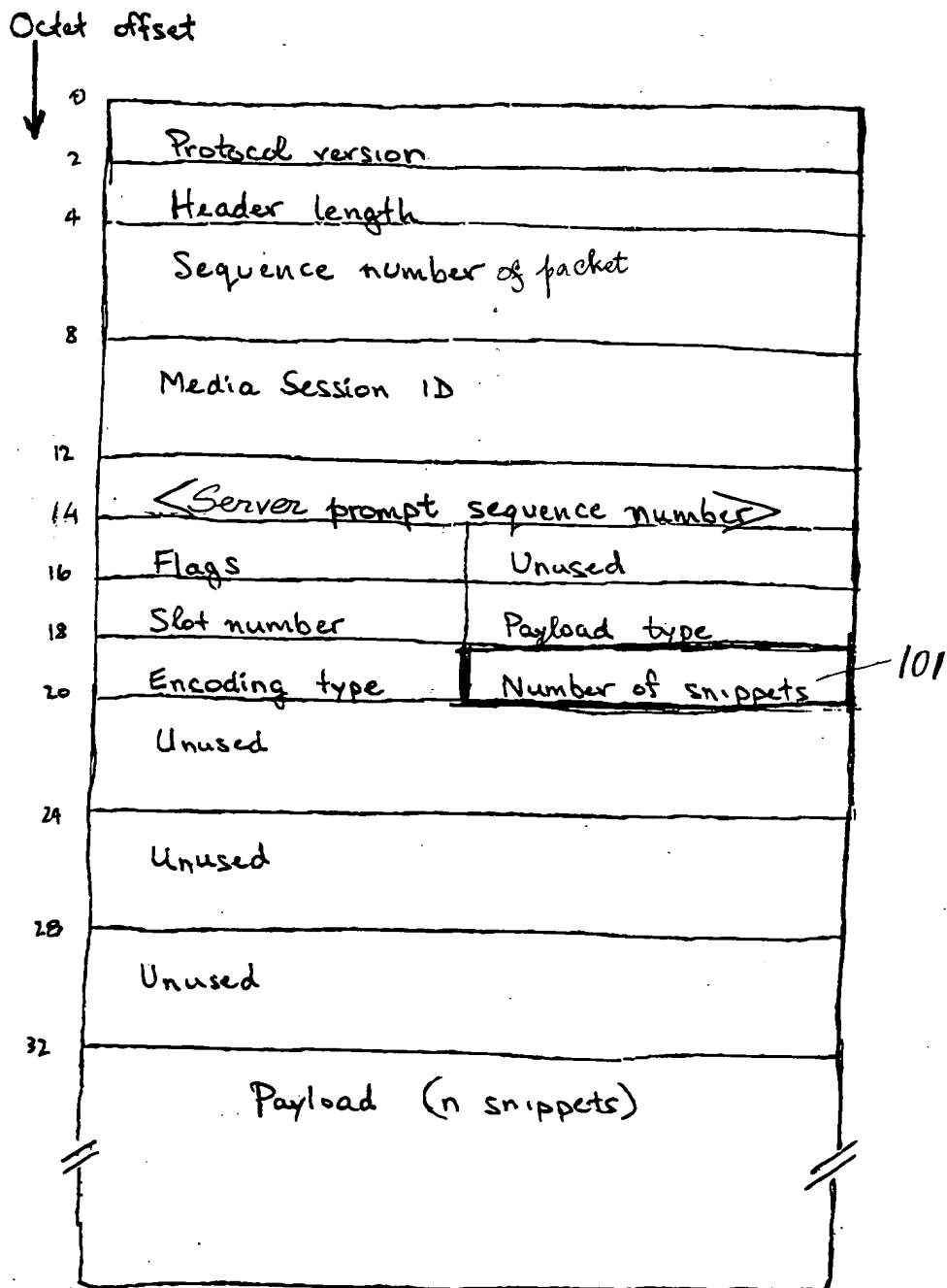


FIG. 15



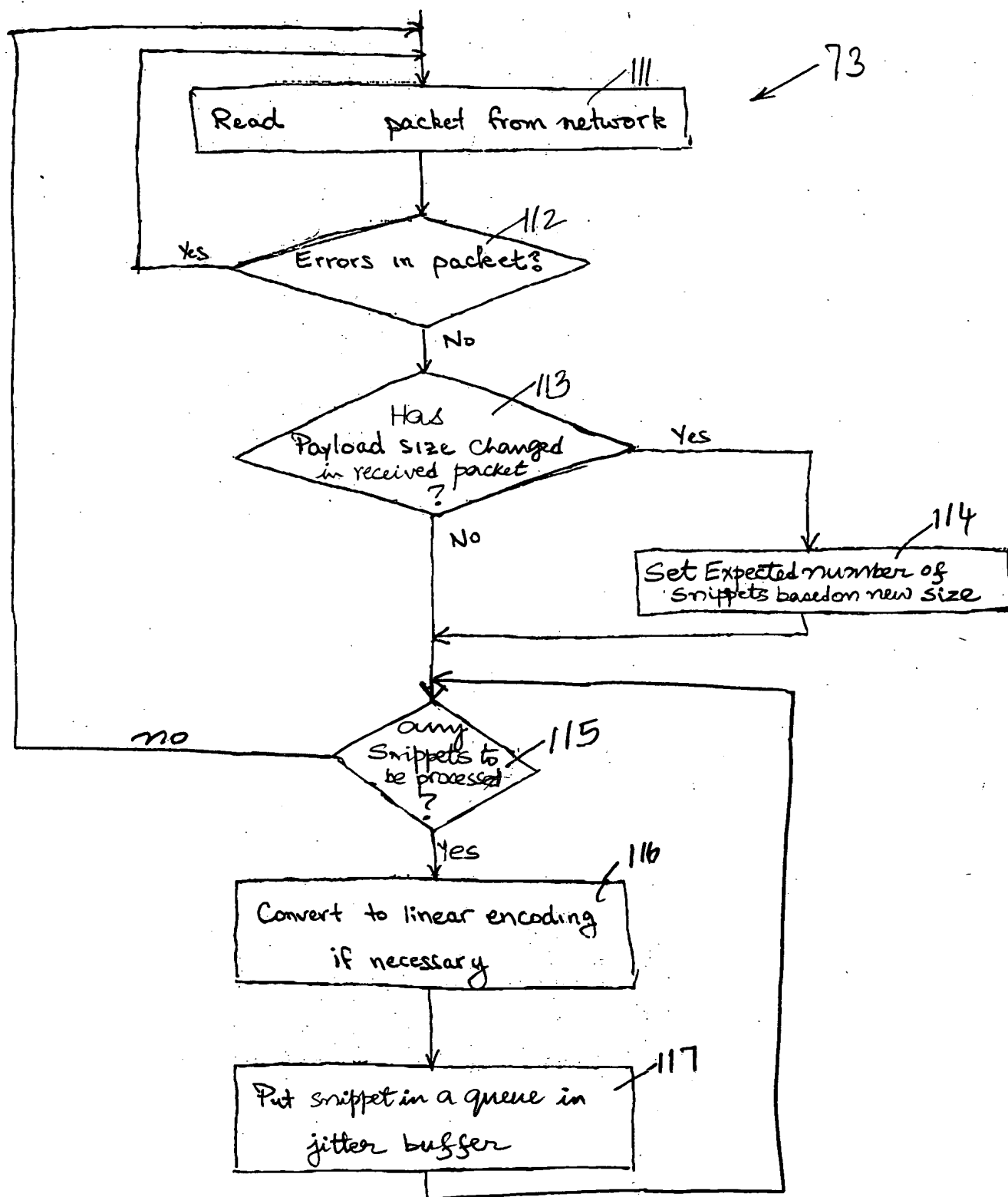


FIG. 17

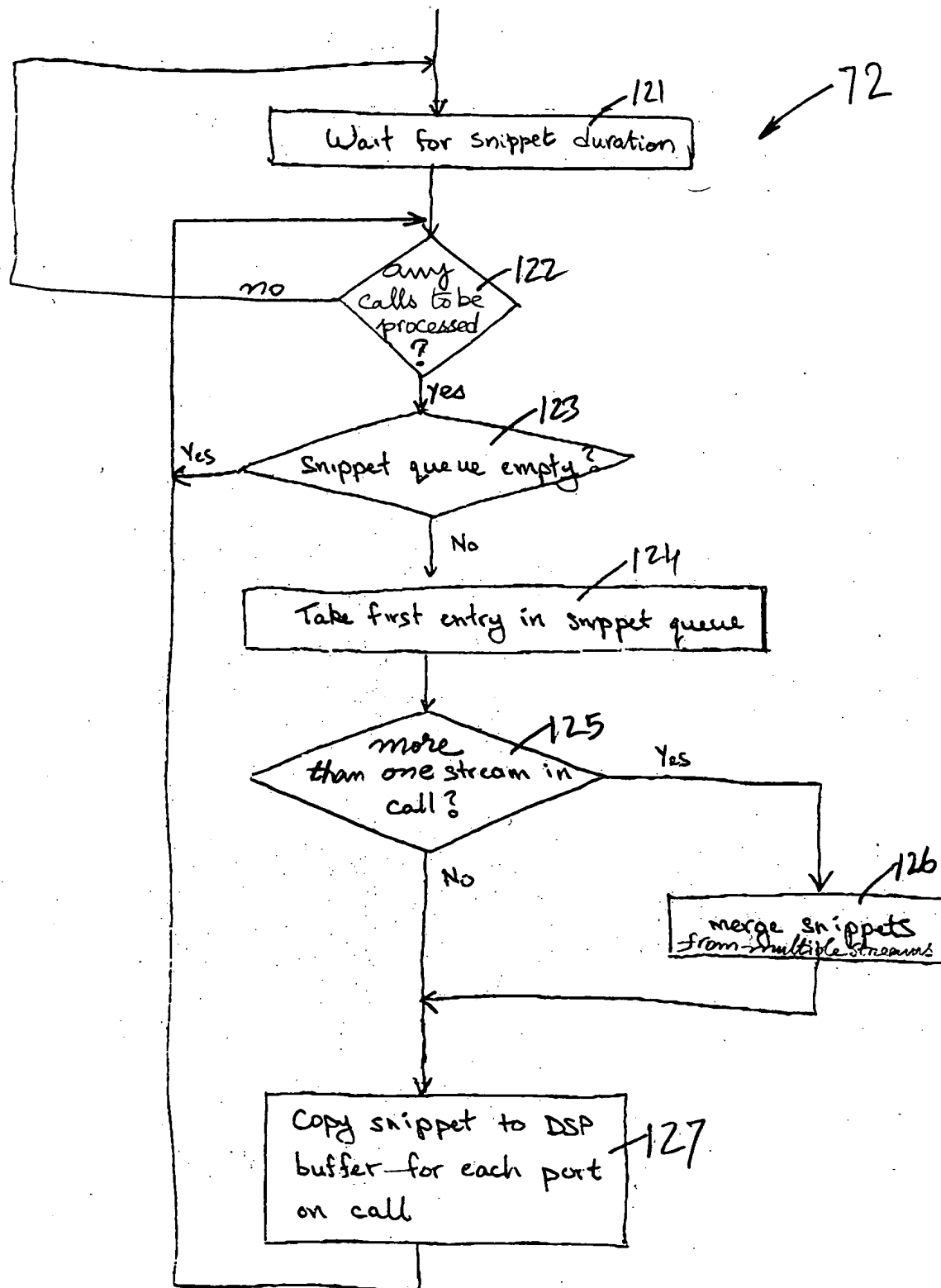
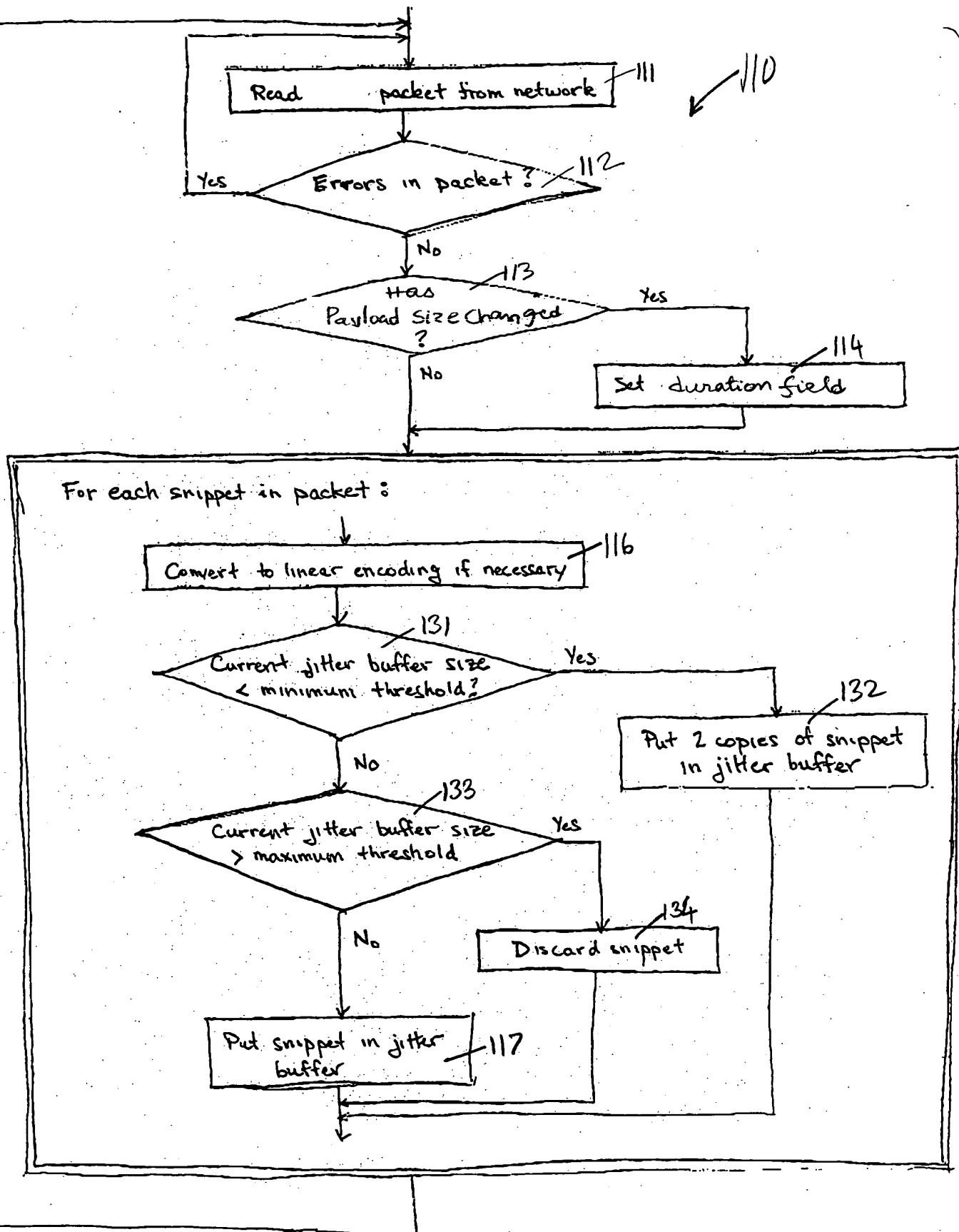


FIG. 18



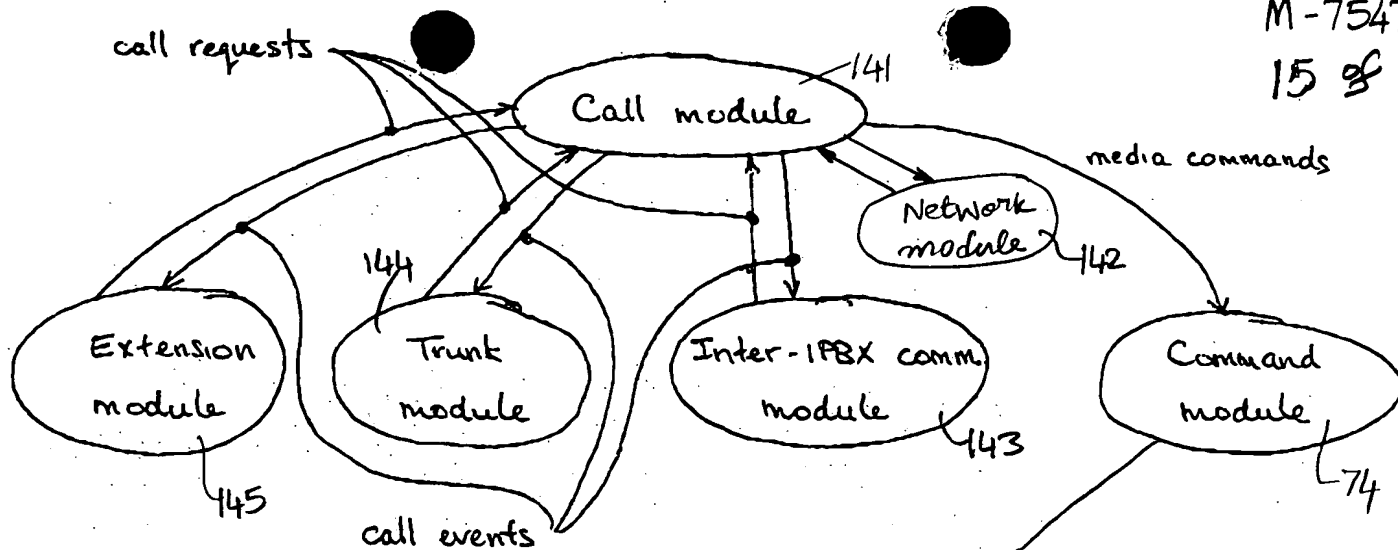


FIG. 19

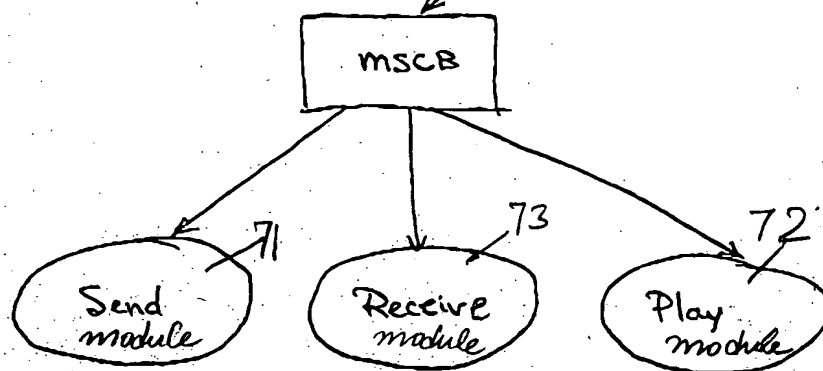


FIG. 20

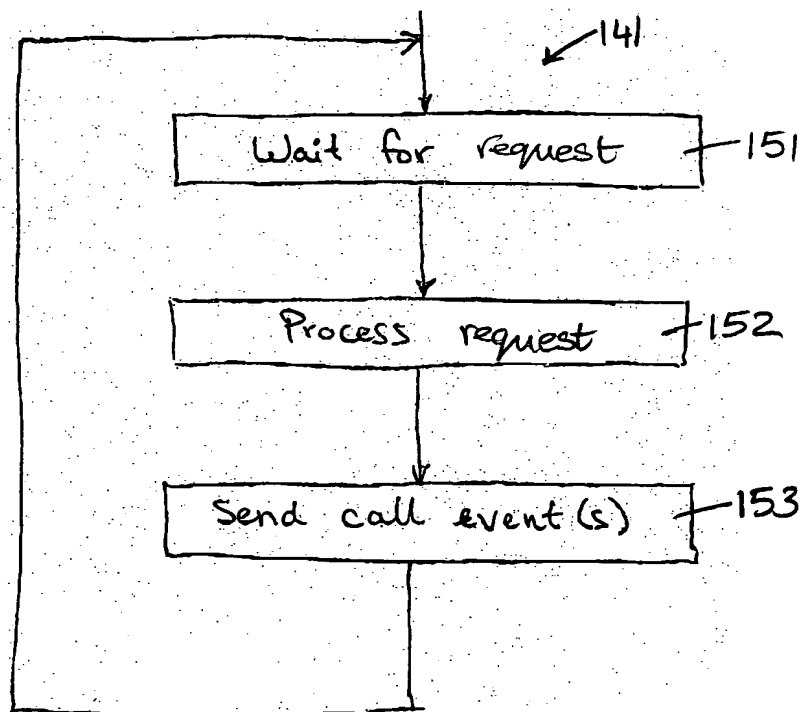


Figure 1 consists of 12 sub-diagrams labeled (a) through (l), arranged vertically. Each diagram shows a different stage in the construction of a 3D model of a human head and neck. The process starts with a simple wireframe of the head and neck (a), and gradually adds more detail, including facial features like eyes, nose, mouth, and ears (b through d), and finally adds skin shading and texture (e through l). The diagrams are arranged in a vertical column, with each diagram showing a different perspective or a different level of detail.

FIG. 21

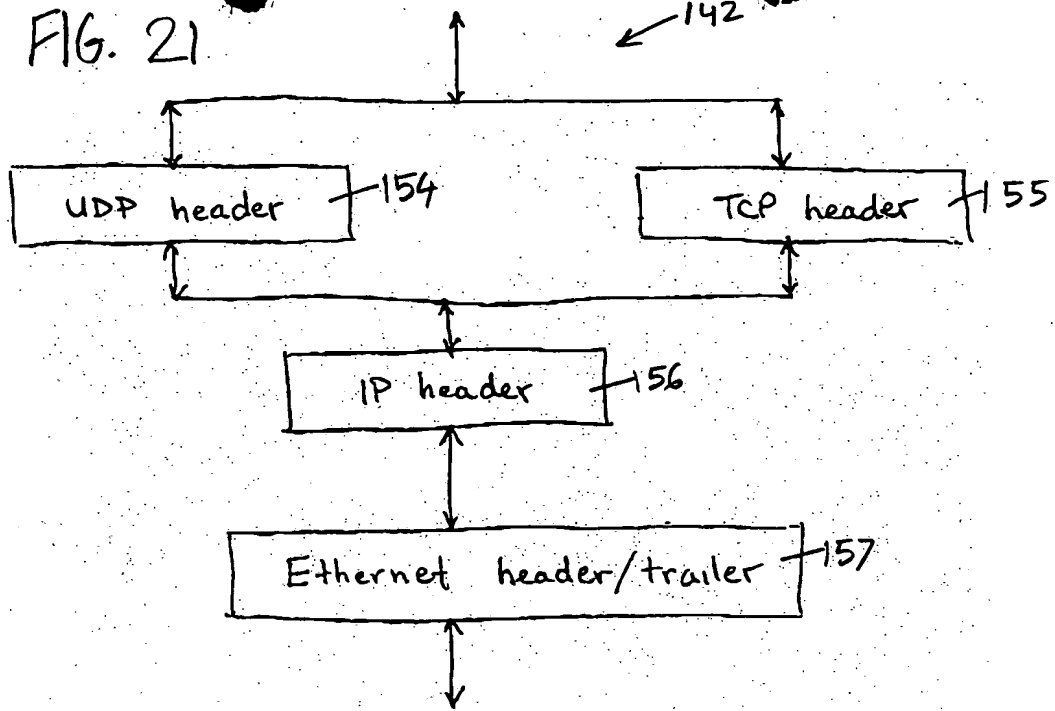


FIG. 22

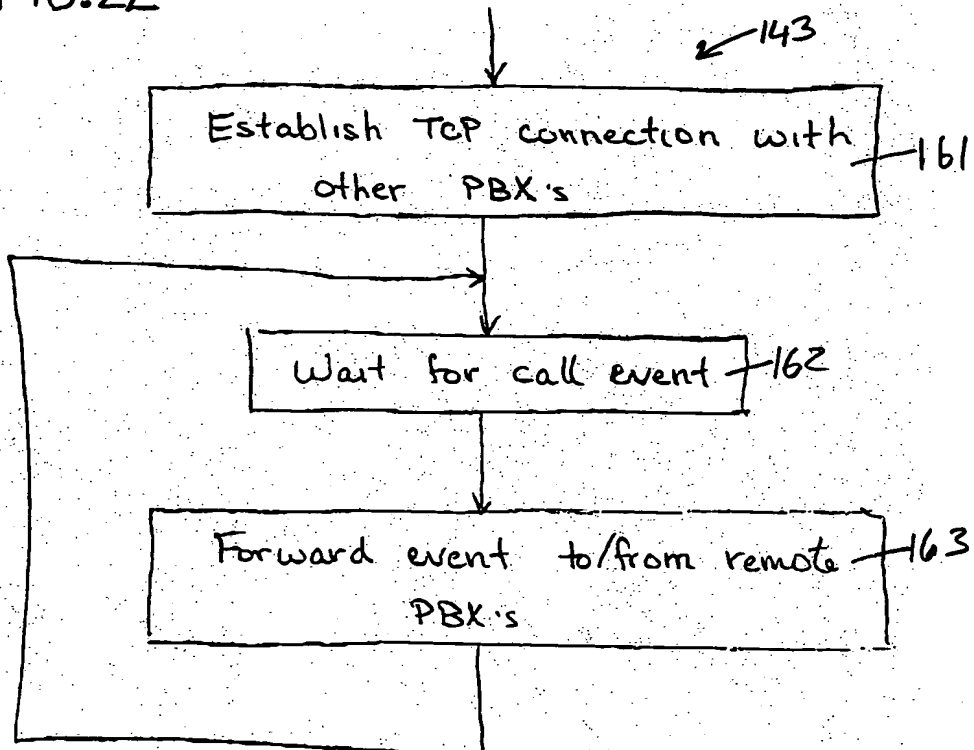


FIG. 23

M-7547
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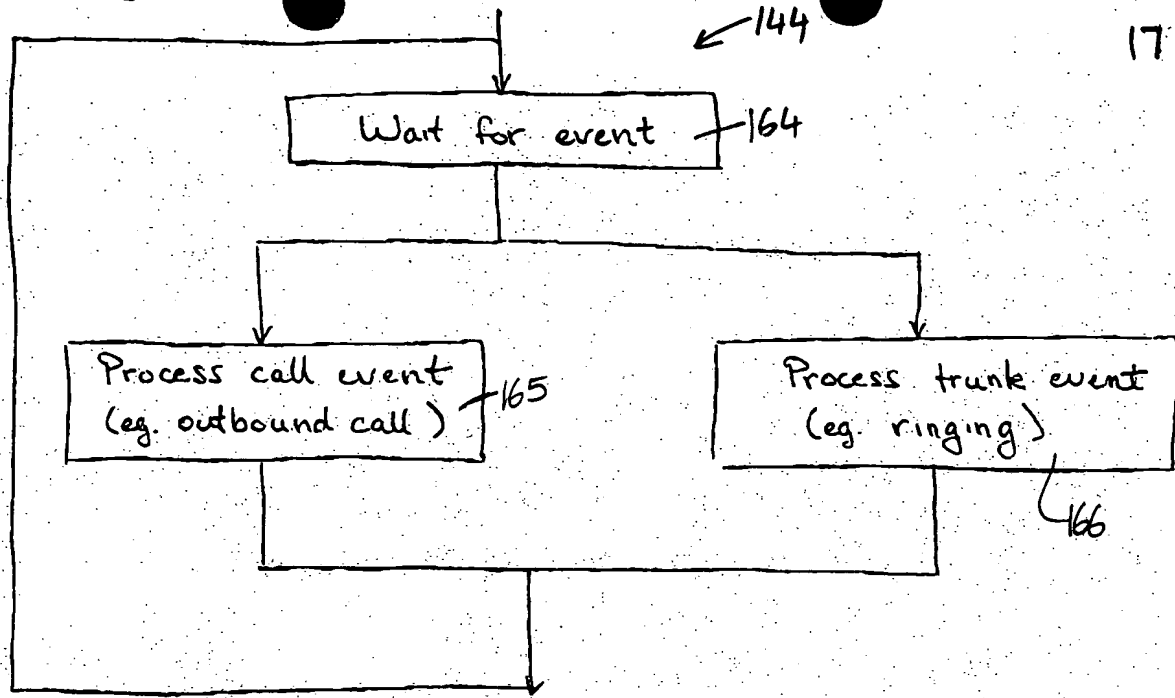


FIG. 24

